

1 **ABSTRACT**

2 A gaming system includes a hard disk drive for storing applications and
3 other data. The hard disk drive has multiple regions for storing different types of
4 data. Each application executed on the gaming system has an associated storage
5 area on the hard disk drive. A console application executing on the gaming
6 system prevents a particular application from accessing data in an area of the hard
7 disk drive that is not associated with the particular application. The gaming
8 system also maintains a list of recently used nicknames to simplify entry of
9 nicknames by a user of the gaming system.

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